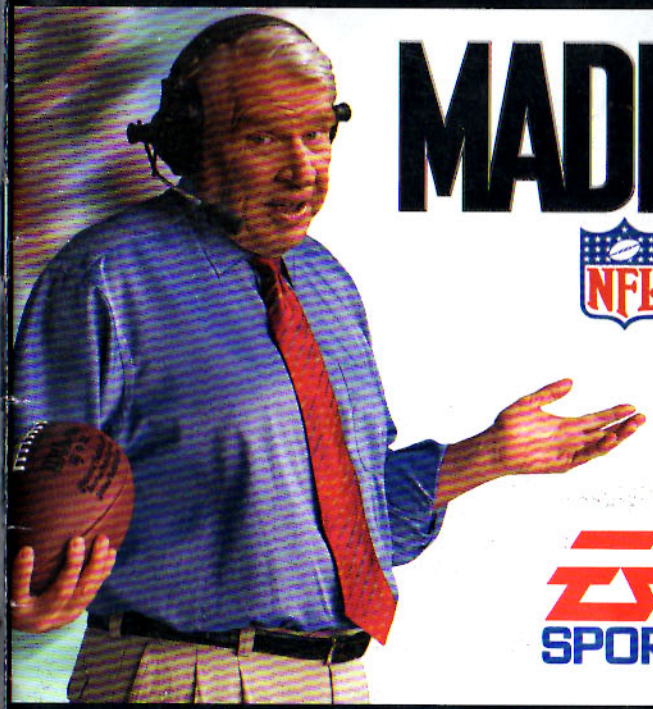
SNS-A8NE-USA



MADDEN NFL 98

PLAYERS INC

EA SPORTS

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

SUPER NINTENDO ENTERTAINMENT SYSTEM

THQ INC.

Distributed by THQ, Inc. 5016 North Parkway Calabasas, Suite 100, Calabasas, CA 91302

781705

EmuMovies

Printed in USA

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Licensed By

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

STARTING THE GAME **2**
Madden NFL 98 New Features 3
CONTROL SUMMARY **4**

GAME SETUP MENU BAR **6**
Team Select Screen 8
Controllers Screen 8
Rules Screen 10
Team Matchup Screen 11
Pre-Game Show 11
Game Play Options 12
PLAYING THE GAME **16**
Coin Toss 16
The Kickoff 16
Kicking 17
Offense 19
Defense 23
Special Teams 23
Game Paused 24
SEASON **26**
Season Options Menu Bar 26
Select Team Screen 28
Weekly/Playoff Schedule 28
PLAYOFFS **29**
Playoff Options Menu Bar 29
FRONT OFFICE **30**
Create Player 30
Official Tryout Registration 30
Assign a New Player 34
Practice Events 34
Trade Players 35
Reset Rosters 36
Delete Players 36
RECORDS **36**
CREDITS **36**

STARTING THE GAME

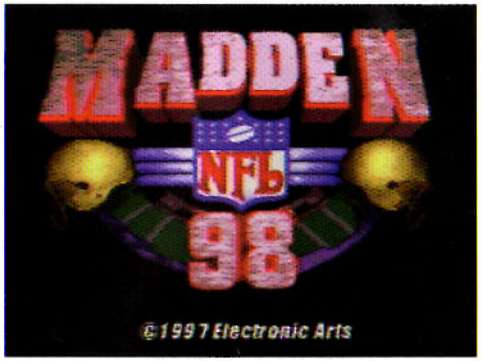
1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
2. **WARNING: Never try to insert or remove a game pak when the power is ON.**
3. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
4. If you're playing against a friend, plug the other Controller into controller socket 2.
5. Insert the Madden NFL™ 98 game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
6. Turn ON the power switch. The EA SPORTS™ introductory screen appears. If you don't see it, begin again at step **1**.

MADDEN NFL™ 98

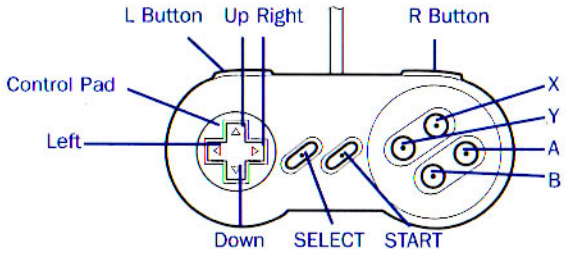
Welcome to Madden NFL 98, the only game that truly captures everything that you love about football. Take on the role of front office management, juggling salary caps and player trades. Become the new coach, charged with the task of turning around a talented squad coming off a disappointing 2-win season. Control the star running back, expected to carry his faithful teammates all the way to the top. You'll have to do it all in Madden NFL 98, because this is the biggest, baddest, most realistic Madden of them all!

MADDEN NFL 98 NEW FEATURES

- ✔ Updated team rosters, including the infamous "All Madden" team
- ✔ Enhanced computer AI, featuring player and team hot and cold streaks
- ✔ Best of a Series feature allows you to play up to 5 Exhibition Mode matches against the same opponent
- ✔ 3 difficulty levels including "Rookie" mode, to aid the novice in calling plays, "Pro" and "Madden"
- ✔ New 3-D rendered graphics and animations
- ✔ Updated artwork, logos, and uniforms
- ✔ Deadlines on player trades
- ✔ Option to replay any of the last 10 Super Bowls!
- ✔ Choice of four controller configurations



CONTROL SUMMARY



MENU CONTROLS

Highlight menus	Control Pad ↔
Highlight menu options	Control Pad ↕
Select a menu/menu option	**B**
Close menu or back up one screen	**A**
View on-line help screens	**X**

GENERAL CONTROLS

Move player	Control Pad any direction
Pause	**START**

SPECIAL TEAMS

Start the power bar	**B**
Aim kick left/right	Control Pad ↔
Kick the ball	**B**
Call an audible	**A**
Line up right/left (after calling an audible)	**A/B**
Return to standard kicking formation (after calling an audible)	**Y**
Call for a fair catch	**SELECT**
Control the kick receiver	Control Pad any direction

Punting/Kicking

Fake snap signal	**X**

Start power bar/snap the ball	**B**
Aim the kick	Control Pad ↔
Kick the ball	**B**

BEFORE THE SNAP

Defense

Select player to control	**B** or **X**
Show blitz	**L** or **R**

Offense

Set a man in motion	Control Pad ↔
Select player to control	**B** or **X** (multiplayer)
Fake snap signal	**X**
Snap the ball	**B**

Calling an Audible

Call an audible	**A**
Cancel audible	**X**
Select an audible play	**Y**, **B**, or **A**

AFTER THE SNAP

Defense

Control player closest to the ball	**B**
Jump and raise hands	**X**
Dive	**Y**

Offense

RUSHING	
Burst of speed	**B**
Spin	**A**
Dive/QB slide	**Y**
Lateral to closest teammate	**L**
Hurdle	**X**
PASSING	
Move the QB (scramble)	Control Pad any direction
Bring up passing letters	**B**
Pass to receiver	**Y**, **B**, **A**, **L**, or **R**

Throw the ball away (when receiver letters up)	**SELECT**
Lateral to closest teammate (receiver letters down)	**L**
RECEIVING	
Control receiver closest to the ball	**B**
Jump and raise hands	**X**
Dive	**Y**
Spin	**A**
PLAY CALLING	
Move play selection highlight	Control Pad
Flip play (Offense only, not for Special formation or Goal Line)	**X**
Reset formation	**L** or **R**
Choose a formation/play	**Y**, **B**, or **A**

GAME SETUP MENU BAR

- To highlight a menu, Control Pad ↔.
- To highlight a menu option, Control Pad ↕.
- To select the highlighted menu or option, press **B**.
- To leave the selected menu or back up one screen, press **A**.
- To bring up the Help screen, press **X**. The Help screen provides on-line information explaining how each menu or screen functions.

***EA* Tip:** These controls are used in all menus in *Madden NFL 98*, so learn 'em here and use them everywhere.

CREDITS
See who's responsible for bringing you *Madden NFL 98*.
NFL RECORDS
View the record holders.

- To scroll between record screens, press **Y** or **A**.
- To return to Setup Menu, press **B**, **X**, or **START**.

SEASON
Start a new Season or continue a Season in progress. For more information, see *Season* on p. 26.
PLAYOFFS
Begin with a team in the playoffs. For more information, see *Playoffs* on p. 29.
PLAY NOW
Start an Exhibition game. For more information, see *Play Now* on p. 8.
SUPER BOWL
Replay the Super Bowl® from any of the past 10 years.
FRONT OFFICE
Create a player at any position and see if you can successfully make it through the Scouting Combine, trade players and customize your roster.
CONFIGURE CONTROLLERS
Choose one of four controller configurations. This is also a good place to find out what each button does.

- To cycle through the controller configurations, Control Pad ↔.

- Control Pad ↔ to highlight a menu.
- Control Pad ↕ to highlight a menu option.
- Press **B** to select the highlighted menu.
- Press **A** to leave the selected menu or back up.
- Press **X** for the Help screen.

PLAY NOW

If you're anxious to get out on the gridiron and play a game:

- From the Setup screen, highlight PLAY NOW and press the **B** button.
- Select SINGLE, BEST OF 3, or BEST OF 5 games and press the **B** Button.

TEAM SELECT SCREEN

- Control Pad ↔ to cycle through teams.
- Press **B** to toggle between home and visitor.
- Press **START** to select the matchup and go to the Controllers screen.
- Press **A** to cancel and return to the Game Setup menu bar.

Note: Be sure to check to see if the team that you have selected is on a hot or cold streak.

CONTROLLERS SCREEN

Choose the team you want to control

- To move the controller icon under the team that you want to control, Control Pad ↔. To let the computer control the teams, leave the controller icon in the middle.
- When you have selected a team, press **START**. The Rules screen appears.

- Control Pad ↔ to move Controller icon.
- Press **START** to accept controller setup and continue.

MULTIPLAYER GAMES

With the Multi-Player Adapter five players can play head-to-head or as teammates. Plug the adapter into controller Socket 2 on the Super NES, and you're ready to go.

Caution: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse or controller socket 1.

- In multiplayer games, the player using controller 1 kicks the ball, calls the offensive and defensive plays and controls the quarterback.
- Each controller has a colored star next to it and is used to control the player on its corresponding color-coded star. Up to five players can play at the same time using the Multi-Player Adapter.

Controller #	Color-coded Star
1	Yellow
2	Red
3	Green
4	White
5	Blue

- To become the intended running back or pass receiver on offense, players with controllers 2-5 press **B** or **X**.

RULES SCREEN

Customize the upcoming game to your specifications. (Default settings are listed in **bold** in this manual.)

START GAME

After you choose your options, choose START GAME. The Team Matchup screen appears.

SET SKILL

Choose to play in ROOKIE, **PRO** or MADDEN mode.

ENDURANCE

Choose to play with player endurance **ON** or OFF.

INJURY

Choose to play injury mode **ON** or OFF

STADIUM

Choose from any of the available stadiums.

WEATHER

Choose to play in **FAIR**, WINDY, RAIN, SNOW, or RANDOM conditions.

QUARTER LENGTH

Choose to play 3, **5**, 10, or 15 minute quarters.

TEAM MATCHUP SCREEN

The Team Matchup screen provides a pre-game skills comparison of the teams and individual players before you take the field.

- To scroll forward, press **A**.
- To scroll back, press **Y**.
- To change categories, on the player stat screens, press Control Pad ↔.
- To exit out of the Team Matchup screen and advance to the Pre-Game Show, press **B** or **X** or **START**.

- Press Control Pad ↔ to change category.
- Press **A** to scroll forward, Press **Y** to scroll back.
- Press **B** or **X** to advance to Pre-Game Show.

PRE-GAME SHOW

After a brief commentary from Madden and Summerall about the upcoming contest, the Pre-Game Show screen appears. From the Pre-Game Show screen you can make coaching decisions and customize the upcoming battle.

- Control Pad ↕ to highlight options.
- Press **B** to select the highlighted option.
- Press **START** to exit and continue.

START GAME

To start the game, highlight START GAME and press **B**, or press **START**.

GAME PLAY OPTIONS

Set up details for the upcoming game

SET AUDIBLES

Audibles are called from the line of scrimmage to make last second changes to counter the opposing team's formation. You can set up three defensive and three offensive audible plays.

- To set offensive/defensive audibles, select OFFENSE or DEFENSE.
- To set an audible for the **Y**, **B**, or **A** button, highlight AUDIBLE **Y**, AUDIBLE **B**, or AUDIBLE **A** and press **B**. A play calling window appears.
- Choose a formation and a play: Control Pad ↕ and press **Y**, **B**, or **A**.
- When you have set all three audibles, press **X** twice to return to the Game Play Options screen.

SET PENALTY LEVELS

Note: All rules and penalties in *Madden NFL 98* have been updated to reflect changes in the NFL rulebook.

1. Select SET PENALTY LEVELS. The Set Penalty Levels screen appears. To adjust the highlighted penalty level higher/lower, Control Pad ↔.
2. When finished, press **START**.

SET OFFENSIVE CONTROL

Choose AUTOMATIC PLAYER CONTROL or MANUAL PLAYER CONTROL and press **B**. MANUAL player control allows you to select the player you want to control on offense before the ball is snapped. Defensive control is not affected.

Manual player controls for offense:

- To cycle through players, press **L** or **R** as your team comes up to the line.
- Running plays are executed automatically, regardless of the player that you control.

To control a receiver on a passing play:

1. Press **B** to snap the ball.
2. Press **B** again to bring up the receivers for the quarterback.
3. Press **B** again to call for the ball.

SET MUSIC

- To turn music on or off, select MUSIC ON or MUSIC OFF.

PLAY CALL MODE

Madden NFL 98 automatically starts in DIRECT MODE. When the competition is heating up and you want to be sure your opponent can't guess what play you just called, choose BLUFF MODE.

- In Bluff Mode only one highlighted box appears on the Play Calling screen. For more information about Bluff Mode, see *Calling a Play* on p. 19.

PASS CATCH MODE

If you want to make sure your receiver is exactly where he should be to catch a pass, choose MANUAL CATCH MODE to take control of the receiver while the ball is still in the air. If you want to let the computer worry about getting the receiver into position, choose AUTOMATIC CATCH MODE. In Automatic Catch Mode you can take control of the receiver after a pass completion.

PASSING MODE

- To choose the number of receivers, select FIVE RECEIVERS or SINGLE RECEIVER. In SINGLE RECEIVER mode, only one receiver is available to catch a pass—in FIVE RECEIVER mode up to five receivers are available.

Note: In Single Receiver mode, you control one receiver who cannot be changed.

SUBSTITUTIONS

Each team has a full roster of NFLPA players, and you can send any available member of the squad out onto the field when you need him. If a player is injured, a replacement is subbed automatically.

Madden NFL 98 allows you to make global substitutions (replace an offensive or defensive player in all circumstances) or formation specific substitutions (replace a player only when certain formations are called).

Note: Substitutes made for a formation only affect the "normal" set within that formation.

To make formation specific substitutions:

1. Highlight OFFENSE or DEFENSE, and press **B**. The Offense or Defense screen appears.
2. Highlight an offensive or defensive formation and press **B**. The Formation screen appears.

Offensive Formations	Defensive Formations
Far	3-4
Near	4-3
I Form	Nickel
Single Back	Dime
Pro Form	Goal Line
Shotgun	
Goal Line	

3. Highlight an offensive or defensive position and press **B**. The Position screen appears.

- Control Pad ↕ to highlight a player.
- Press **B** to select the highlighted player.
- Press **Y** to cancel a selection.
- Press **A** to reset the default line-up.
- Control Pad ↔ to scroll through stat categories.
- Press **SELECT** to toggle between player names and position abbreviations

Offensive Positions	Defensive Positions
Quarterbacks	Defensive Line
Running Backs	Linebackers
Receivers	Cornerbacks
Offensive Line	Safeties

4. Highlight an ACTIVE player, and press **B** to select the highlighted player. A small arrow appears indicating that the player has been selected for substitution.

5. Control Pad ↕ to highlight an AVAILABLE player, then press **B** to make the substitution.
6. Press **START** or **X** to leave the substitution and return to the Formation screen.

To make global substitutions:

1. Select GLOBAL OFFENSE or GLOBAL DEFENSE. The Global Offense or Global Defense screen appears.
2. Highlight an offensive or defensive position and press **B**. The Position screen appears.
3. Follow steps **4-6** above to complete your player substitution.

PLAYING THE GAME

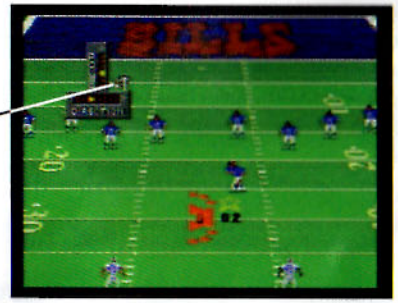
COIN TOSS

- The visiting team selects HEADS or TAILS when the coin is in the air.
- The winner of the toss selects KICK or RECEIVE.
- The loser of the coin toss chooses goal to defend.

THE KICKOFF

The opening kickoff can set the emotional tone for the entire game. Make sure your special teams are pumped up before you take the field and kick off.

KICKING



- Press **B** to start the power bar.
- Control Pad ↔ to aim.
- Press **B** again to kick.

To kick the ball:

1. When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the power bar.
2. Control Pad ↔ to aim the kick.
3. Press **B** again to stop the power bar and kick the ball. The higher the power bar is at the time you stop it, the farther the ball will travel in the air. As soon as the ball is in the air, rush your kicking team down field as fast as possible and smash the kick returner.

To make a special teams tackle:

- To chase down the kick returner, Control Pad any direction.
- To take control of the player on your team who is closest to the ball, press **B**.
- To make a diving tackle, press **Y**.
- To get a burst of power, press **A**.

ONSIDES

Use the onside kick to attempt to quickly regain possession of the ball and get back on offense. If you're behind at the end of a game you may want to try an onside kick.

- An onside kick must travel at least ten yards. Once the ball has gone ten yards, it's "live" and the team that recovers it takes over on offense.

To attempt an onside kick:

1. From kicking formation, press **A** to call up the audible indicator.
2. Press **B/A** to set the onside kick formation. Your kicking team shifts to the right- or left-hand side of the ball.
3. To return to standard kickoff formation, press **A** to bring up the audible indicator again then press **Y**.
4. Press **B** to set the kicker in motion and start the power bar.
5. Control Pad ↔ and press **B** again immediately to stop the power bar.

RECEIVING

If you don't take control of the kick returner, he automatically gets under the ball, catches it, and begins to run up field. If the kick is deep and he catches it in the end zone, he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the ball is taken out to the 20 yard line.

To control the kick returner:

- To run when you have possession of the ball, Control Pad any direction.
- To get a burst of speed, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**.

OFFENSE

CALLING A PLAY

Control Pad ↕ to move the play selection highlight

- Press **Y**, **B**, or **A** to select a formation/play.

To call formations and plays:

1. The Play Calling screen appears before each down. From the huddle, Control Pad ↕ to scroll through the formations.

Note: There are more formations and plays available than appear on the screen. Scroll down to view additional formations and plays that are initially off-screen.

- To run a play in the opposite direction, press **X** to flip it.
- To return the play to its default direction, press **X** again.

2. Press **Y**, **B**, or **A** to select the formation in the corresponding box. A set of plays that are available from the selected formation appear.
   - To back up and change the selected formation press **L** or **R**.
3. Scroll through the plays, then press **Y**, **B**, or **A** to select the play in the corresponding box.

Note: After you have selected a formation and called a play, the only way to change your decision is to call a timeout or an audible from the line of scrimmage.

To call a formation and play in Bluff mode:

1. From the huddle, move the highlight box to the formation you want to select.
2. Press **B** to select. The play choice appears.
3. Move the highlight box to a play you want to use as a bluff.
4. Press **Y**. The usual tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Move the highlight box to the play you want to run.
6. Press **B**. The play is selected, but you stay at the Play Calling screen.
7. To bluff additional plays, press **Y**.
8. To exit, press **A**. You return to the field and your opponent has no idea what you are going to run.

NO HUDDLE

When the clock is running down at the end of the half or, more critically, at the end of the game, you can save time and bypass the Play Calling screen. At the end of a play, you can get right back on the line of scrimmage by running a no huddle offense.

To execute a no huddle play:

1. Immediately after the ref blows the play dead, press and hold **A**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. Your team runs the same play it ran the previous down.

To run an audible from a no huddle play:

1. Immediately after the ref blows the play dead, press and hold **A**. Your team rushes back to the line of scrimmage.
2. Press **A** to call up the audible indicator.
3. Press **A**, **B**, or **Y** to select the desired audible. (Press **X** if you decide not to run an audible.)
4. Press **B** to snap the ball. Your team runs the selected audible.

To stop the clock from a no huddle play:

1. Immediately after the ref blows the play dead, hold **Y**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. The quarterback immediately throws the ball into the turf.

RUNNING PLAYS

On the Play Calling screen, rushing plays are displayed against a dark blue background. You can watch the computer execute the play or take control of the ball carrier after the hand-off. A colored star and jersey number appear beneath the ball carrier's feet to identify him.

To execute a rushing play:

1. When the offensive line is set, press **B** to snap the ball. The hand-off or toss is automatic.
2. Control Pad any direction to take control of the ball carrier and direct him through the line of scrimmage and up field.

To break tackles and shake defenders:

- To get a burst of speed and get around a tackler, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L**.
- To dive for those extra inches, press **Y**.
- To make the quarterback slide feet first to avoid a hard tackle when he is past the line of scrimmage, press **Y**.

PASSING PLAYS

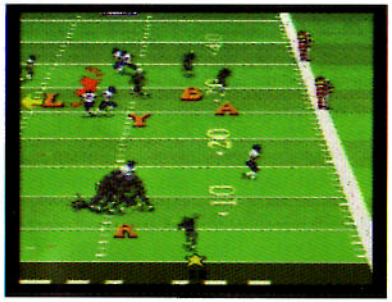
On the Play Calling screen, passing plays are displayed against a light blue background.

Watch the receivers run their patterns on the field, then throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field, marking the ideal reception spot. The receiver automatically completes his pattern toward the crosshair, raises his hands for the ball, and runs upfield if he makes the catch.

You can manually control the designated receiver while the ball is still in the air to make the catch.

To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad any direction to move the quarterback and take over control of the play.
3. Press **B** to call up the passing windows. A yellow letter appears next to each eligible receiver on the field. These letters correspond to the **Y**, **B**, **A**, **L**, and **R** buttons on the Controller.



4. Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver.

To control the intended receiver:

1. When the ball is in the air, press **B** to take control of the intended receiver. A color-coded star appears on the field beneath the player.
2. Control Pad any direction to guide the receiver toward the yellow crosshair.

- To raise your hands and jump for the ball, press **X**.
- To dive for the ball, press **Y**.

Note: When playing in the Manual Pass Catch mode, you must take control of the intended receiver or he will simply run his designated pattern.

DEFENSE

Select your defensive formations and play the same way you select offensive plays, described above.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. A timer appears on the Play Calling screen indicating the amount of time left. If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B/X** to take control of a different defensive player.
2. Control Pad any direction to move the selected player.

Note: Defensive players can be repositioned anywhere you like, but if they make contact with the offensive line before the ball is snapped or are past the line of scrimmage when the ball is snapped, an offside penalty is called.

To tackle the ball carrier and break up offensive plays:

- To take control of the player closest to the ball, press **B**.
- To jump with raised hands, press **X**.
- To dive, press **Y**.

SPECIAL TEAMS

Special Teams plays are used in punting, extra point, and field goal situations.

To select a Special Teams play on offense or defense:

1. From the Play Calling screen, Control Pad ↕ to highlight Special Teams.
2. Press **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.

3. Control Pad ↕ to scroll through the plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

GAME PAUSED

When the game is paused, you return to EA SPORTS Central, where John Madden and Pat Summerall are standing by. Check on game stats and summaries, view an instant replay of the last down, or call a timeout. The Game Paused screen offers all of the options available from the Pre-Game Show screen along with additional choices relevant to the present game. For information about the options not listed here, see *Pre-Game Show* on p. 11.

To pause the game in progress:

- To bring up the Game Paused screen at any time during gameplay, press **START**.

Resume Game

Return to the game in progress.

- To return to the game, select this option or press **START**.

Instant Replay

Instant Replay allows you to view those great plays over and over. Utilize the VCR-like controls to step inside the production booth and roll the tape.

To view an instant replay:

- To play at normal speed, press **B**.
- To pause, press **B** a second time.
- To play in super-slow motion, hold **X**.
- To play in super-fast motion, hold **A**.
- To rewind, hold **Y**.
- To rotate the view left/right, hold **L**/**R**.
- To focus the replay on a player or area of the field, Control Pad any direction. A highlight appears, and the camera follows the highlighted player or stays focused on a section of the field.
- To exit Instant Replay, press **START**.

Call Timeout

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock to a full 45 seconds. Call a timeout to gather your wits when you must score before the end of the half, or if you're behind and your opponent is attempting to run the clock down.

Game Stats

Measure the performance of both teams at any time during the game with up-to-the-minute stats in 24 categories. The Game Stats screen lists both teams for easy comparisons.

To view Game Stats:

- To cycle through stats categories, press **A** or **Y**.
- To exit, press **X**.

Team Stats

The Team Stats screen displays current game statistics for each player on the team. Stat categories are separated by position, and rosters are listed one team at a time. The Team Stats screen is a good place to determine if your players are performing up to their potential before making substitution decisions.

To view Team Stats:

- To cycle through positions and teams, press **A**.
- To move the highlight through on-screen position groups, Control Pad ↕.
- To scroll through stat categories, Control Pad ↔.
- To exit, press **X**.

Score Summary

The Score Summary screen displays a line score showing the amount of points scored by each team in every quarter. You can also review a detailed account of the last six scores.

End Game Now

If you want to change matchups or just start a new game, choose END GAME NOW.

To end the current game:

- Highlight END GAME NOW and press **B**. The End Game screen appears. (If you have achieved an NFL Record, you are asked to enter your name before you leave the stadium.)
- To go to the End Game Show screen, highlight End Game and press **B**.
- To return to the *Madden NFL 98* main screen from the End Game Show screen, highlight Exit and press **B**.

Note: If you select End Game Now during a season or playoff game, then the current score is recorded as the final score. This score is saved into memory.

SEASON

John Madden and Pat Summerall take you through the current NFL season. In season mode, you can take your favorite team through the season all the way to the Super Bowl.

- Select SEASON from the Game Setup Menu Bar.
- To start a new season, select NEW. Starting a new season erases any saved playoff or season games.
- To continue an existing season, select CONTINUE.

SEASON OPTIONS MENU BAR

SEASON TEAM

Select a team to control throughout the season. You can choose a different team at any time from the Season Team screen. For more information, see *Select Team Screen* on p. 28.

WEEKLY SCHEDULE

View the schedule for each week, select a game to play, or let the computer play out the week. For more information, see *Weekly/Playoff Schedule* on p. 28.

LEAGUE RULES

Set the QUARTER LENGTH, turn the SALARY CAP, INJURY, and TRADING DEADLINE on/off, and SET SKILL level for each season.

- When the salary cap is ON, each team cannot exceed 46.8 million dollars in combined player salaries when trading players or signing free agents.
- When the trading deadline is ON, players cannot be traded after the ninth week of the season.

TEAM SCHEDULE

View each team's schedule for the season.

- To cycle through the teams, Control Pad ↔.
- To view the entire schedule, Control Pad ↕.

LEAGUE STANDINGS

See where each team stands in its conference, division, and the entire league.

- To scroll through the conferences, Control Pad ↔.

TEAM RANKINGS

View team rankings by statistical category. Teams are sorted by the first stat column.

- To scroll through the stats pages, Control Pad ↔.

SEASON STATS

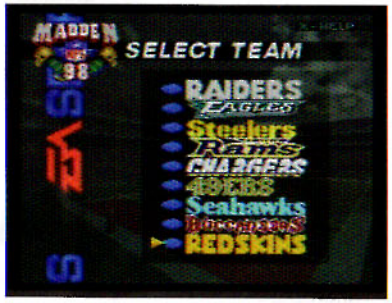
See how players are doing offensively and defensively in the current season.

INJURY REPORT

Check on the status of your injured players.

SELECT TEAM SCREEN

Select a team to control throughout the season.



- Press **B** to select / de-select a team.
- Control Pad ↕ to highlight a team.
- Press **START** to confirm the team selection.

WEEKLY/PLAYOFF SCHEDULE

- To select a game or several games to play, press **B**. Press **B** again to de-select a game. If you don't select a game, the computer plays all the games in that week, and you move to the next week.
- To move through each week, Control Pad ↔.
- To let the computer play out the week, do not highlight any games and press **START**.

Note: The Super Bowl game cannot be simulated.

- To play a single highlighted game, press **START**. The Controllers screen appears.

Note: You cannot play a game in a following week until all games in the previous week(s) have been completed.

- To return to the Season Options Menu Bar, press **A**.

PLAYOFFS

Don't worry if you don't have time to play an entire season. *Madden NFL 98* sets up a 4-round playoff tree, leading up to the Super Bowl. Your team enters the playoffs as either a wildcard team or division champion, with a tough schedule on the way to the championship.

- Select PLAYOFFS from the Setup screen.
- To start a new playoff, select NEW. Starting a new playoff erases any saved playoff or season games.
- To continue an existing season, select CONTINUE.

PLAYOFF OPTIONS MENU BAR

PLAYOFF SCHEDULE

View the playoff schedule, select a game to play, or let the computer play out the round. For more information, see *Weekly/Playoff Schedule* on p. 28.

PLAYOFF RULES

Set the QUARTER LENGTH, turn the SALARY CAP, INJURY, and TRADING DEADLINE on/off, and SET SKILL level for each season.

- When the salary cap is ON, each team cannot exceed 46.8 million dollars in combined player salaries when trading players or signing free agents.
- When the trading deadline is ON, players cannot be traded after the ninth week of the season.

INJURY REPORT

Check on the status of your injured players.

FRONT OFFICE

We've simulated NFL pro tryouts and brought them into your living room. You might still work up a sweat, but the worst physical pain you'll probably suffer is a bit of a flattened thumb.

The Front Office feature allows you to create a player at any position and see if you can successfully make it through the scouting combine.

CREATE PLAYER

To enter your name:

1. Control Pad ↕ to scroll through the letters.
2. Press **B** to move to the next space.
3. To back up one space, press **Y**.
4. When you have entered your name, press **START** to confirm your entry and continue.
5. To Complete the Registration form, control Pad ↔ to cycle through the choices for HEIGHT, WEIGHT, TEAM, POSITION, JERSEY number, and SKIN color. When you have made each choice, press **START** to confirm your entry and continue.

OFFICIAL TRYOUT REGISTRATION

Take your newly created player through a series of grueling events designed to test his ability at the position he hopes to land. Each position has several different sets of test events. After each event you are given a scout rating ranging from 0-100. This rating is used in conjunction with a table that takes into account earlier choices of height, weight, and position, to give an actual 1—15 rating in each skill category.

You must complete the events in order. The upcoming event flashes on the screen.

- To begin each event, press **START**.

40 Yard Dash

This race is your basic all-out sprint. The 40 yard dash sets the standard for gauging the speed of NFL players.

The speed of your player varies according to his height, weight, and how fast you press the buttons. For example, if you have created a behemoth offensive lineman who stands 6'6" tall and weighs 380 lbs., you're going to have a harder time getting across the finish line in a hurry.

- To run, press the **A** and **B** buttons alternately as fast as you can.

Obstacle Course

The object here is to run around the tackling dummies and make it to the finish line as quickly as you can. The trick is that you must run to the right of the red dummies and to the left of the blue dummies. You are penalized 2 seconds for running on the wrong side of a dummy.

- To run, hold **B**.
- To run to the left/right of the dummies, Control Pad ↔.

Coach Rogers

Pay attention, son! In this drill, the coach shouts out a series of directions and expects you to have enough brains to repeat them. The first time you have to remember three directions, and each additional time, the coach adds one more direction to the sequence. As soon as you mess up the sequence, the drill is over.

- To repeat the coach's directions, Control Pad in the appropriate direction.

Passing Range Drill

Let's see what kind of an arm you've got. We'll give you a ten yard start then see how far you can wing that pigskin.

- To get a good running start, press **A** and **B** alternately as fast as possible.
- To adjust your throw angle when you reach the ten yard line, hold **X** and release it when the desired throwing angle is reached.

RB/Receiver Catch Drill

Suit up and head out onto the field. The coach wants to see what kind of hands you've got. In this drill you have ten chances to get open against some well respected defensive backs. Run any pass route you want and when you're open, call for the pass. Try and get as many yards as you can. It's pretty tough to get open and it gets even tougher. After five attempts, a second defensive back comes out to help defend you, and after eight attempts a third back comes out to really smother you.

- To start the play, press **Y**.
- To go out for a pass, Control Pad any direction.
- To call for a pass, press **B**.
- To spin, press **A**.
- To raise your hands for the catch, press **X**.

Note: If you don't call for the pass within five seconds, the QB throws automatically.

Defensive Back Drill

In this drill, nothing stands between the quarterback, the receiver and the goal line-except you. Do whatever you have to do to stop the receiver from catching the ball.

- To run, Control Pad any direction.
- To make a diving tackle, press **Y**.
- To raise your hands, press **X**.

10 Yard Fight Drill

This one's pretty straightforward. Show the coach if you're quick enough, strong enough, and have enough heart to go one-on-one, one-on-two, and one-on-three against some angry defenders and make it across the goal line. Just to make sure you don't wimp out and try to run away, you can't run outside of the hash marks or back behind the 15 yard line.

- To run, Control Pad any direction.
- To spin, press **A**.
- For a speed burst, press **B**.
- To dive, press **Y**.

Protect QB Drill

You don't want to go back to the huddle if that cranky QB is gonna yell at you. So, protect him for goodness sakes! You start out surrounded by a circle of defenders hoping to nail the quarterback. It's your job to find the one that's coming at him and stop him. Do whatever it takes to put the tackler on the ground.

- To stay with the defensive player, Control Pad any direction. For a little extra blocking power, press **A**.

Rush QB Drill

Every Defensive player's dream is to rush the QB without obstruction. But, you should have no trouble getting around one big, slow offensive lineman, right? Maybe not. You've got seven seconds to show the coach how much you like quarterbacks.

- To run toward the QB, Control Pad any direction.
- To spin around a blocker, press **A**.
- To dive, press **Y**.

Defensive 10 Yd. Fight

Here's your chance to go head on with a running back. They don't have much running room, but you still have to make an open field tackle and stop him from scoring.

- To run toward the back, Control Pad any direction.
- To dive, press **Y**.

Punt/Kick Distance Drill

Since you're trying out for one of the cushier jobs on the team, you don't have to do anything really tough, but you better be able to boot the crud out of the ball.

- To build up forward momentum, press **A** and **B** alternately as fast as possible.
- To adjust your kick angle when you reach the ten yard line, hold **X**.

Punt Accuracy Drill

You have six chances to punt the ball as close to the end zone as possible without it going into the end zone. If your kick goes out of bounds, the ball is marked where it crosses the boundary line. No points are given if the ball doesn't go past the 20 yard line or goes into the end zone.

- To set the punter and power bar in motion, press **B**.
- To aim the punt, Control Pad ↔.
- To punt the ball, press **B** again.

Kick Accuracy Drill

Many games come down to the last field goal or extra point attempt. You'd hate to go down in history as the kicker who could have won the game but choked an easy kick instead. There's no time like the present to get out there and start kicking under pressure. You have 10 kicks: 3 each at the 25, 30, 35 yard lines and one kick from the 40 yard line.

- To set the kicker and power bar in motion, press **B**.
- To aim the kick, Control Pad ↔.
- To kick the ball, press **B** again.

ASSIGN A NEW PLAYER

Your new player is put on the NFLPA team, and you can assign him to a team or trade him away.

- To highlight your new player, Control Pad ↕.
- To select the highlighted player and make a trade, press **B**.

PRACTICE EVENTS

Just to be sure you don't buckle up in front of the coach and make a fool of yourself, you can practice any of the tryout events, as many times as you like.

From the Front Office screen:

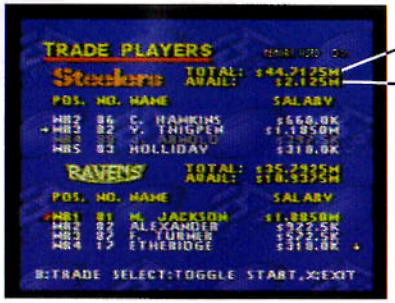
1. Highlight PRACTICE EVENTS and press **B**. The Practice Event menu bar appears.
2. Highlight an event and press **B**. The event you have chosen appears. For information on each event, see *Create Player* on p. 30.

TRADE PLAYERS

Can you believe your team traded away a key player? Do you ever find yourself wishing that you could give the owners and coaches a little advice? Well here's your chance to step in and run things the way you want to.

Note: Player rosters are up to date as of early July 1997.

- Control Pad ↕ to highlight From and To.
- Control Pad ↔ to cycle through teams.
- Press **START** to go to the team rosters.
- Press **X** to return to the previous screen.



Total Payroll

Available Payroll

- Control Pad ↕ to scroll through players.
- Press **B** to select a player and make the trade.
- Press **X** to return to the previous screen.
- Press **START** to go back to Trade Players

RESET ROSTERS

This option allows you to reset all team rosters to their original lineups. All trades and stats are also reset.

- To return to the Front Office screen without resetting rosters, press **X**.
- To go back to the original team rosters and clear all trades, press **START** at the Reset Rosters screen.

DELETE PLAYERS

This option allows you to delete any player that you have created.

- To select the player you want to delete, press **A** or **Y**.
- To return to the Front Office screen, press **X**.
- To delete the selected player, press **START**.

RECORDS

The NFL Records screen keeps track of outstanding individual and team accomplishments. If you break a world record during a game, the NFL Records Entry screen appears after the game prompting you to enter your name.
To enter your name:

- To scroll through the letters, Control Pad ↕.
- To enter the letter and move to the next space, press **B**.
- To back up a space, press **Y**.
- To save your name and continue, press **START**.

CREDITS

Programming: Teirtex
Artwork: EA and Teirtex
Additional Artwork: EA and Teirtex
Sound and Music: Teirtex
Executive Producer: Gabriel Jones
Documentation: Jason Armatta
Quality Assurance: "*Rock'n*" Rhett Butler, "Big" John Hanley, Oliver Ng

Electronic Arts warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. in behalf of Electronic Arts will repair or replace the Game Pak, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 255-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the THQ Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Electronic Arts in care of THQ Inc. Consumer Service Department, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if this product: (a) is used with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancement devices, adapters, and power supply devices); (b) is used for commercial purposes (including rental) or is modified or tampered with; (c) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (d) has had the serial number altered, defaced, or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with $30.00. freight prepaid to THQ Inc.. If replacement Game Paks are not available, the defective Game Pak will be returned and the $30.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

WARNING: Copying of this game is illegal and is prohibited by domestic and international copyright laws. Back-up or archival copies are not authorized and are not necessary to protect your software. This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. (818) 591-1310

Super Bowl, Pro Bowl, and the NFL Shield design are registered trademarks of the National Football League. Team names, nicknames, logos, and other indicia are trademarks of the teams indicated. ™/© 1997 NFLP.

Officially Licensed Product of the National Football League Players.

© 1997 Players Inc.The PLAYERS INC logo is an official trademark of the National Football League Players.

Officially licensed product of NFL Players. ©1997 Players Inc.

EA SPORTS, the EA SPORTS logo, John Madden Football, "If it's in the game, it's in the game," and Electronic Arts are trademarks or registered trademarks of Electronic Arts. All rights reserved.

Software and documentation © 1997 Electronic Arts. All rights reserved.

THQ Inc. is a licensed distributor of Electronic Arts.